VS. ICE CLIMBER™

Nintendo®

THE ASCENT TO ADVENTURE

VS. ICE CLIMBER, part of the VS. SYSTEM™—

Games that never stop earning.

DON'T GET LEFT OUT IN THE COLD

UPRIGHT/VS. DUALSYSTEM (Dual Monitor)
Dimensions: 45¼"(W) × 33½"(D) × 67½"(H)
Weight: 375 lb.

Nintendo

Nintendo takes adventure to new heights in the fast-action new game, ***VS. ICE CLIMBER.***™

With ice ax in hand, players try to conquer one of 24 randomly generated mountain peaks. They can go it alone or take on the challenge with another player. Along the way, the climbers must overcome the hazards of the frozen wilderness in pursuit of the ultimate conquest—the summit. Bonus screens and interesting adversaries add to the thrill and adventure.

VS. ICE CLIMBER is part of Nintendo's VS. SYSTEM™ of interchangeable games. It is available in a dedicated version for the new single monitor VS. UNISYSTEM™ or the VS. DUALSYSTEM.™ Or, it can be purchased as a VS. PAK™ release for your VS. SYSTEM.

UPRIGHT/VS. UNISYSTEM (Single Monitor)
Dimensions: 23¾"(W) × 32⅜"(D) × 68⅜"(H)
Weight: 250 lb.

Don't get left out in the cold. Get VS. ICE CLIMBER. It will take your profits to new heights.

VS. ICE CLIMBER, part of the VS. SYSTEM—Games that never stop earning.

SIT-DOWN/VS. DUALSYSTEM (Dual Monitor)
Dimensions: 27"(W) × 38"(D) × 34½"–42"(H)
Weight: 205 lb.

Pictured: Sit-down model with optional leg extension.

Nintendo of America Inc.

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ポポ と ナナ の元気なコンビ 氷の山に果敢なアタック

Nintendo®

PRESENTS

POPO & NANA IN

アイスクライマー™

ICE CLIMBER™

ハンマーで氷壁をたたき割りながら、ポポとナナが、アイスマウンテンを愉快にクライミング。
行手をふさぐのは氷の世界のいたずらなホワイトベア達。
頂上は近いぞ。ポポ、ナナ、頑張れ！

©1985 Nintendo

アイスクライマーは、1人でも2人でも遊べます。2人で遊べば楽しさ100倍。

VS. ICE CLIMBER™

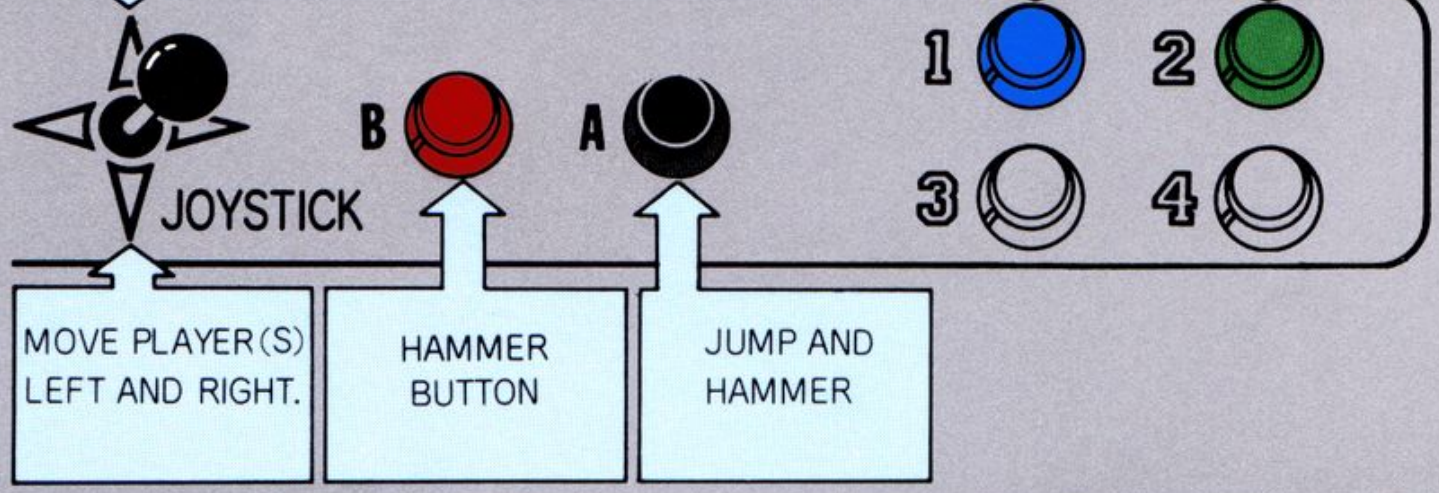
Nintendo®

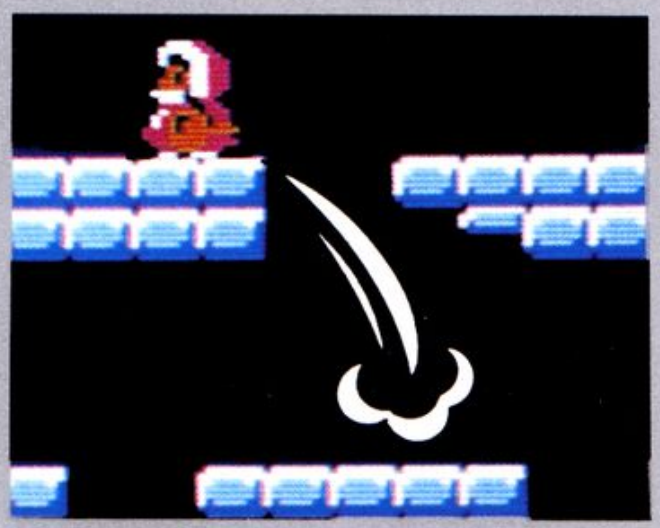
■HOW TO OPERATE

MOVE JOYSTICK TO CHOOSE MOUNTAIN NUMBER.
PUSH BUTTON A OR B TO SELECT.

■GAME SELECT

1 COIN - 1 PLAYER | 1 COIN - 2 PLAYERS





■HOW TO PLAY

■USE BUTTON A TO JUMP. BREAK ICE BLOCKS IN UPPER FLOOR TO MAKE HOLES. JUMP THROUGH HOLES TO MOVE UPWARD. GO HIGHER AND HIGHER.
- SOME FLOORS CANNOT BE BROKEN WITH HAMMER. USE SKILL ON MOVING FLOORS.

■USE BUTTONS A AND B TO ELIMINATE "TOPI" AND "NITPICKER".

■BEWARE OF THE "WHITE BEAR". IT JUMPS DOWN TO PUSH PLAYER(S) OFF THE SCREEN.

■BONUS STAGE—AFTER 8TH FLOOR, PLAYER(S) AUTOMATICALLY QUALIFIES FOR THE BONUS STAGE.
- CATCH "CONDOR" TO COLLECT BONUS POINTS BEFORE TIMER REACHES 0.

VS. ICE CLIMBER™

(Operation Manual)

I. How to install Software ROMs

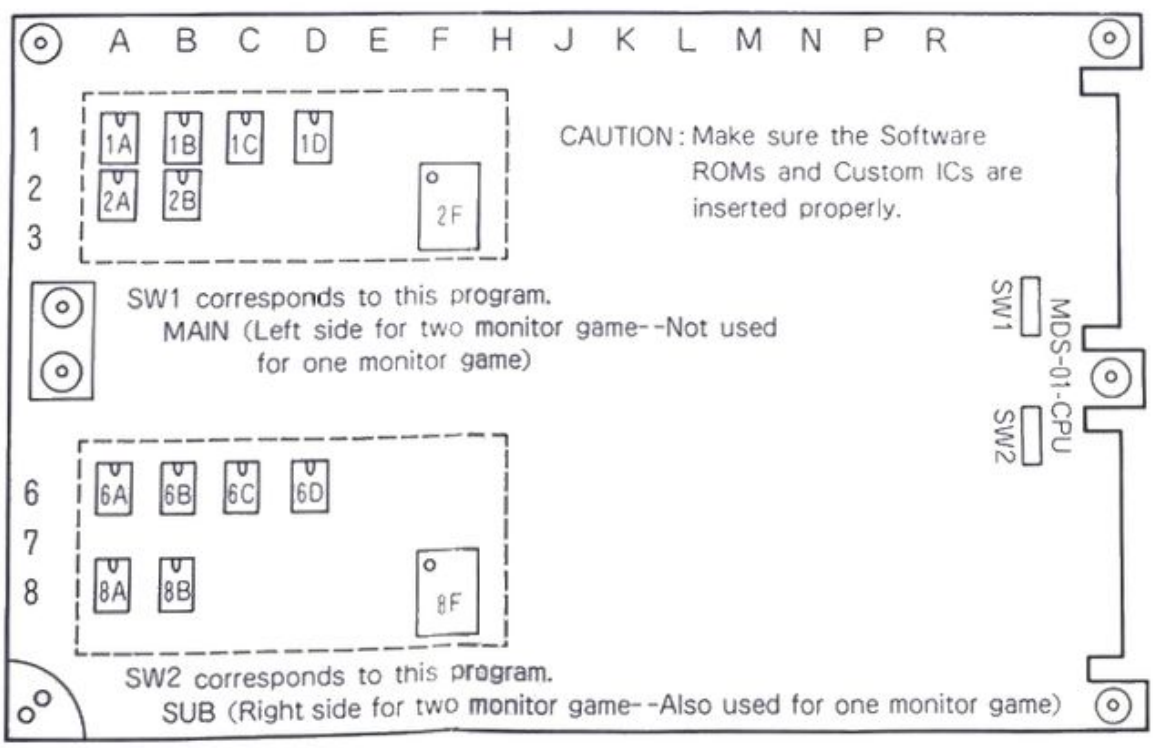
Each Software ROM is labeled with a Location Number shown on it (▨ Shaded Portion illustrated below), which indicates the corresponding location on the P.C. Board where it should be installed.

(Label on Software ROM)

"VS. ICE CLIMBER" contains 6 Software ROMs, and 1 Custom IC, which have location numbers, 1A or 6A, 1B or 6B, 1C or 6C, 1D or 6D, 2A or 8A, 2B or 8B and 2F or 8F. Each ROM and IC must be mounted into the proper IC Socket.

For VS.DUAL SYSTEM (two monitors): If "ICE CLIMBER" is to be installed in main (left) side of cabinet, then EP-ROMs and Custom IC should use locations 1A, 1B, 1C, 1D, 2A, 2B and 2F. For sub (right) side, use locations 6A, 6B, 6C, 6D, 8A, 8B and 8F.

For VS.UNISYSTEM (one monitor): "ICE CLIMBER" EP-ROMs and Custom IC must use locations 6A, 6B, 6C, 6D, 8A, 8B and 8F (sub side).



ROM and IC Location on P.C. Board

NOTE: "VS. ICE CLIMBER" can be interchanged between left and right side on two monitor game.

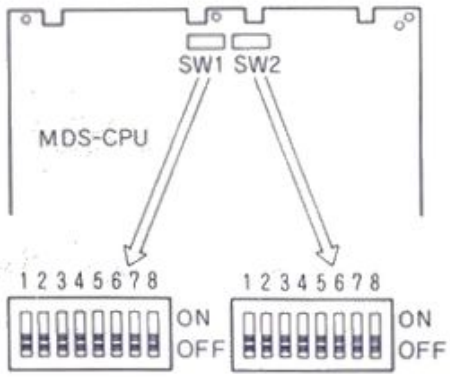
2. Points and methods of adjustment

Game Option Settings

MDS P.C. Board

062

MDS FOR VS.ICE CLIMBER



SW1···MAIN (Left side for two monitor game-
Not used for one monitor game)

SW2···SUB (Right side for two monitor game-
Also used for one monitor game)

		SW1(SW2)							
		1	2	3	4	5	6	7	8
Coin/Credit	1/1	OFF	OFF	OFF					
	1/2	OFF	OFF	ON					
	1/3	OFF	ON	OFF					
	1/4	OFF	ON	ON					
	2/1	ON	OFF	OFF					
	3/1	ON	OFF	ON					
	4/1	ON	ON	OFF					
	Free Play	ON	ON	ON					
Number of Players	3				OFF	OFF			
	4				OFF	ON			
	5				ON	OFF			
	7				ON	ON			
Icicles	Less(Easy)						OFF		
	More(Hard)						ON		
Time before Bear appears	Long(Easy)							OFF	
	Short(Hard)							ON	